

# Jonathan Nieman

Senior Software Engineer | Cross-Platform Development Leader | 7yrs Experience

**EXPERIENCE** [CLICK COMPANY NAME TO LEARN MORE](#)

**Digital Village (VLGE), Remote**— *Senior Software Engineer*

June 2022 – June 2023

- Created a multiplatform installer using Dart and Flutter, reducing installation and update times by 30% and enhancing user satisfaction scores by 25%.
- Led the transition from Unreal Engine to Unity and WebGL, focusing on preserving visual fidelity while enhancing platform features for a web-based experience. This shift broadened user accessibility while maintaining the immersive quality of the desktop application.
- Managed frontend and backend development of a multiverse platform, collaborating with a team of developers to integrate Unity and React.js for a seamless user interface with robust backend functionalities.
- Lead development of WebGL experiences for promotional campaigns, notably for L'Oréal Makeup Group, demonstrating versatility in web-based applications for marketing.

**Avrio Analytics, Remote**— *XR Engineer*

August 2021 – June 2022

- Transformed Avrio's Table Top Experience AR product into an expansive SDK, cutting integration times by 40% and facilitated rapid deployment and customization for clients.
- Engineered a suite of AR toolkit libraries, encompassing multiplayer functionality and adaptive UI components, significantly streamlining the creation of immersive AR experiences.
- Led knowledge-sharing initiatives on Magic Leap One best practices, elevating team competencies in cross-platform development and fostering an environment of continuous learning and innovation.

**VRCenter / Looking Glass XR, Asheville**— *Lead Developer*

November 2019 – June 2021

- Led development of bespoke training solutions in Unreal Engine for the medical sector, achieving a 20% reduction in nurse training time and a 30% decrease in associated costs, through realistic simulations for surgical prep including soft body physics and tissue simulation.
- Established comprehensive user performance metrics for simulated surgeries, integrating data into clients' existing systems such as Salesforce.
- Directed the creation of a cross-platform shop simulator using Unreal Engine 4, incorporating advanced features like 3D positional voice chat and a GraphQL API for player data and avatar customization.
- Developed fraud prevention training tools for a major financial group using Unity, enhancing employee training strategies while increasing user engagement.
- Implemented Agile sprint methodologies to enhance team coordination and project delivery for VR training solutions, fostering a collaborative environment and driving timely, high-quality outcomes in complex software development projects.

Previous Professional Experience January 2018 – November 2019

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| • Specialized in VR architectural visualization, creating high-quality 3D visuals for circular home designs | • Developed diverse game concepts in Unreal Engine 4, including a kart racing VR experience and a physics-based puzzle escape rooms.        |
| • Designed multi-user immersive environments, including a unique zero-gravity table tennis VR experience.   | • Conceptualized and implemented an AR demo for the Air Force, leveraging Magic Leap technology to visualize RFID tracker data in 3D space. |
| • Developed an immersive Sci-Fi themed escape room experience for the HTC Vive.                             | • Recreated the classic Snake game for Android using LibGDX, blending retro gaming with modern technologies.                                |

**SKILLS**

C++, C#, Java, Blueprints	Strong VCS skills with Git and Perforce	Quest 2 Performance Analysis	AWS, Gamelift, DynamoDB, GraphQL, REST, JSON, GraphQL
Dart + Flutter	CI/CD Pipelines, Github Actions	Linux, Android	Magic Leap One Performance Analysis
Javascript, Python	Unreal Engine / Unity	Android Debugging	HTML, CSS, PHP
Object Oriented Design			